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Output biasa



A screenshot of a Windows application window titled "Form1". The window has a standard Windows title bar with minimize, maximize, and close buttons. The main area of the window is light gray. In the center, there is a white text box containing the number "1". To the right of the text box is the text "Positif". Below the text box is a blue button with the text "generete".



A screenshot of a Windows application window titled "Form1". The window has a standard Windows title bar with minimize, maximize, and close buttons. The main area of the window is light gray. In the center, there is a white text box containing the number "-2". To the right of the text box is the text "Negatif". Below the text box is a blue button with the text "generete".

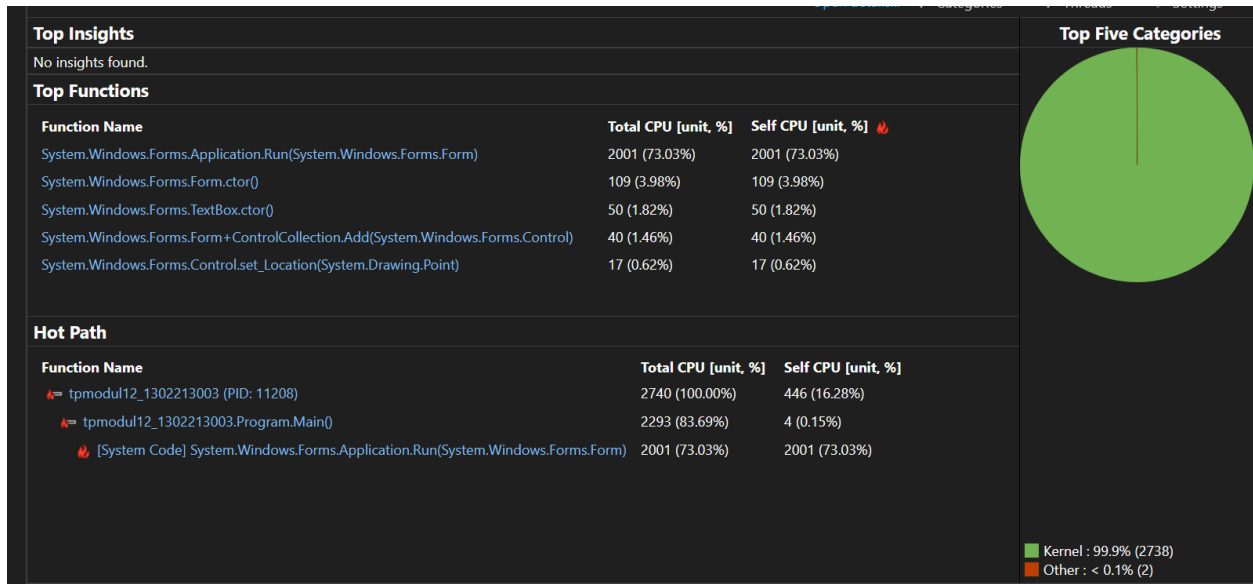
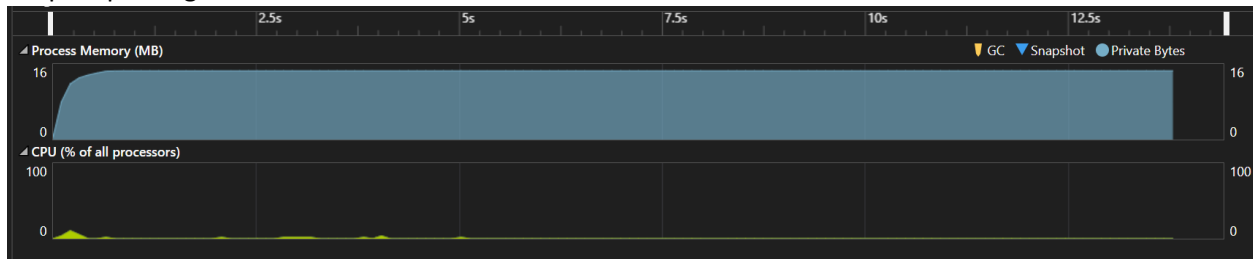
A screenshot of a Windows application window titled "Form1". The window has a standard Windows title bar with minimize, maximize, and close buttons. The main area of the form is light gray. In the center, there is a text box containing the number "0". To the right of the text box is a label with the text "Nol". Below the text box is a button with the text "generete" (note the spelling).

Output pada point C (pangkat dari pemanggilan fungsi)

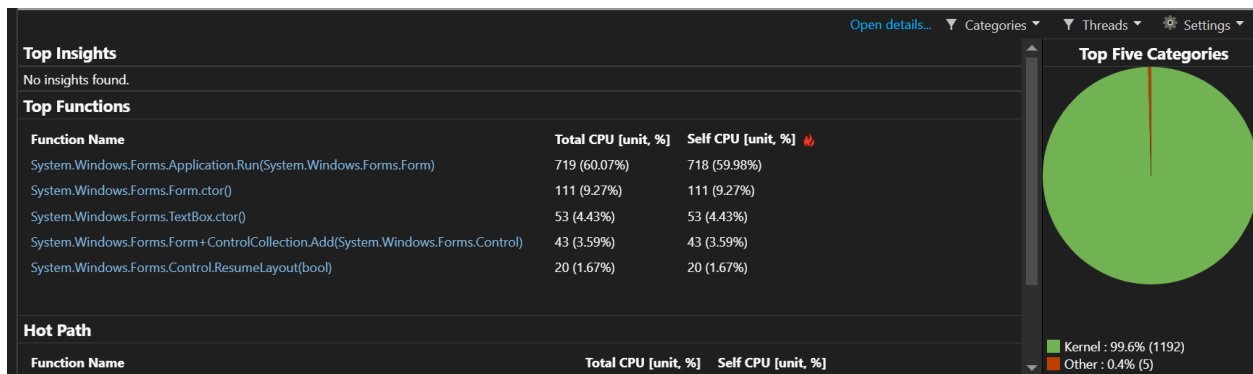
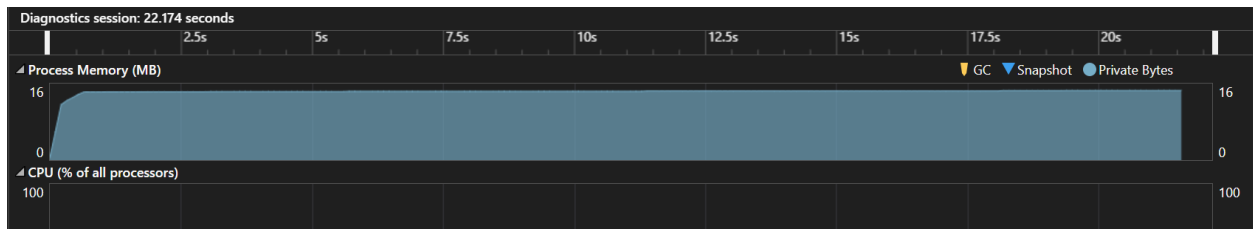
A screenshot of a Windows application window titled "Form1". The window has a standard Windows title bar with minimize, maximize, and close buttons. The main area of the form is light gray. In the center, there is a text box containing the number "2". To the right of the text box is a label with the text "Positif 4". Below the text box is a button with the text "generete" (note the spelling).

1. Penggunaan Memory usage

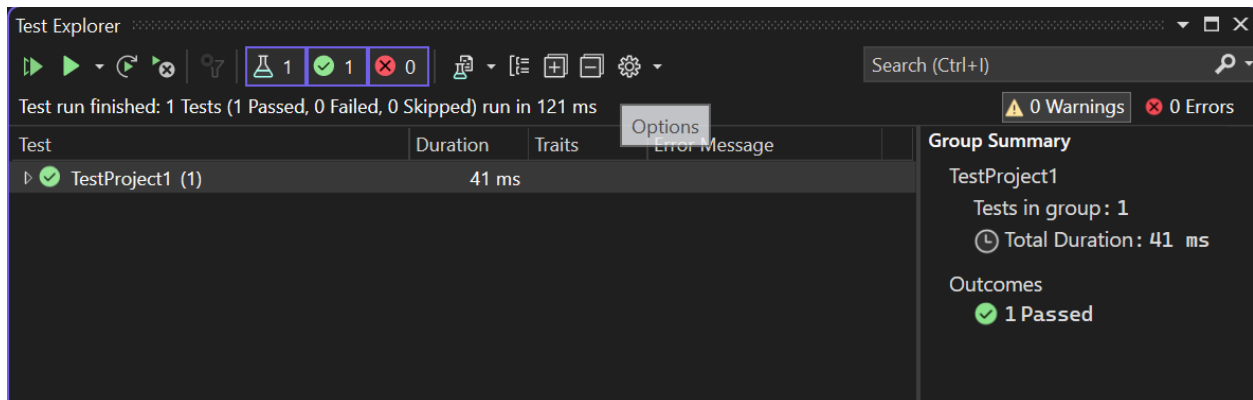
Tanpa input angka



Dengan beberapa angka



Unit test:



```
1 using tpmodule12_1302213003;  
2 namespace TestProject1  
3 {  
4     [TestClass]  
5     0 references  
6     public class UnitTest1  
7     {  
8         [TestMethod]  
9         0 references  
10        public void TestCariTandaBilangan()  
11        {  
12            int input = 5;  
13            string expectedOutput = "Positif";  
14            string output = Tanda.CariTandaBilangan(input);  
15            Assert.AreEqual(expectedOutput, output);  
16        }  
17    }  
18 }
```

Source code:

Class cari tanda bilangan

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace tpmodul12_1302213003
8 {
9     2 references
10     public class Tanda
11     {
12         2 references | 1/1 passing
13         public static string CariTandaBilangan(int a)
14         {
15             if (a < 0)
16             {
17                 return "Negatif";
18             }
19             else if (a > 0)
20             {
21                 return "Positif";
22             }
23             else if (a == 0)
24             {
25                 return "Nol";
26             }
27             return "input tidak valid";
28         }
29     }
```

Form1.cs

```
namespace tpmodul12_1302213003
{
    3 references
    public partial class Form1 : Form
    {
        1 reference
        public Form1()
        {
            InitializeComponent();
        }
        1 reference
        private void label1_Click(object sender, EventArgs e)
        {
        }
        1 reference
        private void Form1_Load(object sender, EventArgs e)
        {
        }
        1 reference
        private void button1_Click(object sender, EventArgs e)
        {
            try
            {
                int input = int.Parse(textBox1.Text);
                String a = Tanda.CariTandaBilangan(input);
                if (input == 0)
                {
                    label1.Text = a;
                }
                else
                {
                    label1.Text = a + " " + Math.Pow(input, input);
                }
            }
            catch (Exception ex)
            {
                label1.Text = "Input Angka";
            }
        }
    }
}
```

